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Relevance scale ☐ ☐ ☐ ☐ ☐**1** [Multimedia and graphics: ZR: a 3D API transparent technology for chunk rendering](#)

Emile Hsieh, Vladimir Pentkovski, Thomas Piazza

December 2001 **Proceedings of the 34th annual ACM/IEEE international symposium on Microarchitecture**Full text available: [pdf\(765.52 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#)

This paper presents ZR (Zone Rendering), a 3D graphics technology that addresses ever-increasing bandwidth requirements using chunk rendering technique, and at the same time solves 3D API compatibility issues commonly associated with chunk rendering graphics devices. We apply a pipeline serialization technique to handle the cases causing compatibility issues. However, excessive frequency of serializations may offset the performance advantage of ZR. In order to manage potential performance proble ...

2 [Triangle scan conversion using 2D homogeneous coordinates](#)

Marc Olano, Trey Greer

August 1997 **Proceedings of the 1997 SIGGRAPH/Eurographics workshop on Graphics hardware**Full text available: [pdf\(846.69 KB\)](#) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)**Keywords:** clipping, homogeneous coordinates, rasterization, scan conversion**3** [Session P9: view-dependent visualization: Maximum entropy light source placement](#)

Stefan Gumhold

October 2002 **Proceedings of the conference on Visualization '02**Full text available: [pdf\(5.78 MB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Finding the "best" viewing parameters for a scene is quite difficult but a very important problem. Fully automatic procedures seem to be impossible as the notion of "best" strongly depends on the human judgment as well as on the application. In this paper a solution to the sub-problem of placing light sources for given camera parameters is proposed. A light position is defined to be optimal, when the resulting illumination reveals more about the scene as the illuminations from all other light po ...

Keywords: illumination, lighting design, maximum entropy, optimization, user study, visualization